

## Designer

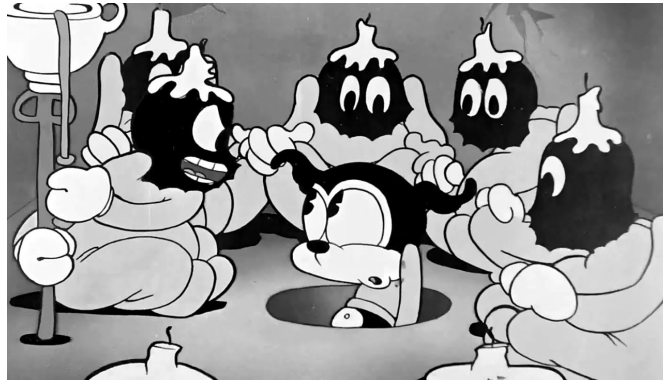
The designers that I found that have influenced me are the brothers Jared and Chad Moldenhauer. They grew up in Regina, Saskatchewan and attended elementary school at St. Timothy, and later enrolled in Archbishop M.C. O'Neill High School. They are the designers of a very popular game named "Cuphead". The reason why this game was very popular was because of how challenging the game was but also the art style is what made the game unique. The art style that the brothers used in the game reminds me of old animated classic films back in the day such as "The Skeleton Dance", "Plane Crazy", and "Steamboat Willie". All the characters were animated in hand-drawing. The reason they have this love for these old-style cartoons was because of their parents, "Their love for 1930s animation was passed down from their parents, and nurtured by Silly Symphony compilations they would buy from Acme Video on Osler Street" said Jared Moldenhauer. When it came time for the creation of Cuphead they got their inspiration came from Fleischer studios and Walt Disney. Since their goal was to try and capture the aesthetic of those old classic animations that are no longer being made in our time. The brothers also founded the company MDHR which was responsible for the creation of Cuphead. It took about 5 years for the game to be made. Cuphead uses 1930s animating style and techniques, "hand-drawing and inking each frame, animating on the ones, and creating hand-painted watercolor backgrounds – we believe we can closely replicate the 1930s style better than using modern and digital means to create the art".

What surprising to me was that they had created frames of this drawing style and converted it to animation. As you look at character designs, each one has its own unique design. Some designs seem interesting when you first see them, while others seem to leave you

wondering how they came up with them. Well when it comes to coming up with the design for these characters the team will spend hours watching old cartoons trying to find their inspiration “there are two specific ones that we do want to call out as being the major influences that inspired Cuphead, and they are Bimbo's Initiation and Swing You, Sinners,”.



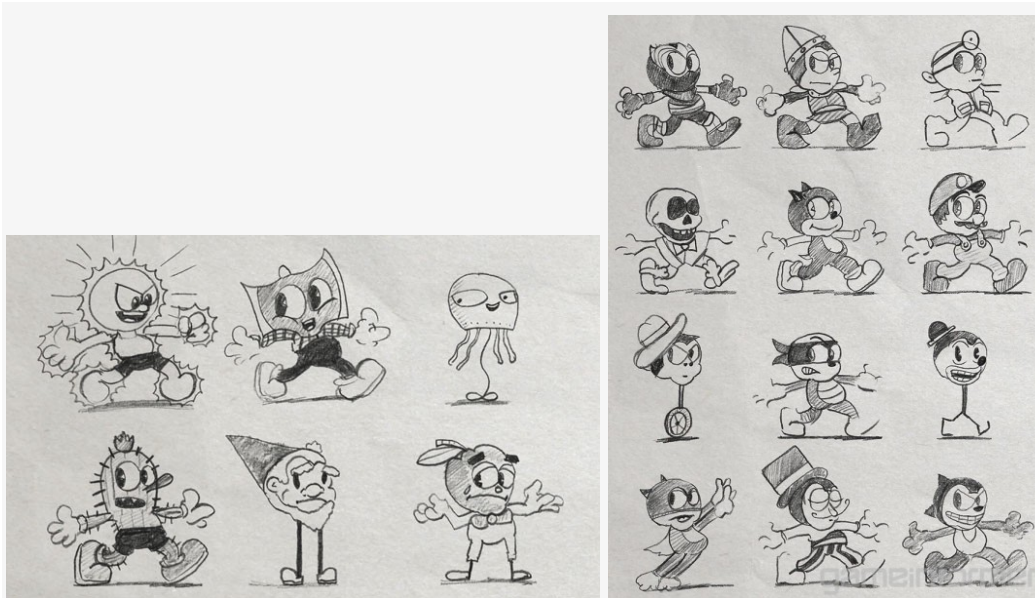
Swing you sinners



Bimbo's Initiation

From these old cartoons, you can see a similarity in the design of Cuphead. Also, the animation style they were using is called the “rubber hose” style and it was trendy during the mid-1920s. The animation for Cuphead was running at 24fps but when it came to the game it was running at 60fps since 24fps is something people wouldn’t really be used to or enjoy playing. Video games nowadays run at 60 frames per second, which is the standard. Back in the 2000s, 30 frames per second was the standard for video games. As well as the frame rate makes such a difference in games, especially in competitive games that can run from 60-300 frames per second. As gamers or people in general, we are accustomed to having higher framerates that we are not used to when we go back to 30 frames per second. There is no problem with the game itself running at 30 frames per second, but people prefer a game that runs at 60 frames per second or higher in order to have that smooth gaming experience. As you look at the first few sketches from Chad, you can see that the art style is similar to that of the old cartoon. Also, his first few drawings resembled the old gaming characters from the 1900s “You might spy a few

familiar faces on the first page of Chad's sketches. "Ryu from Ninja Gaiden, Mario, and a Ninja Turtle make cameos," he says. "The last drawing on this page is based on one of the earliest sketches I created for the game (before it was Cuphead)."



Source:GameInformer

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With all of this being said these are the reasons why the Moldenhauer brothers influence me. You really have to be passionate and dedicated to create something you want the world to appreciate and admire and that's what the brothers did. They spent years trying to capture the aesthetic of the old cartoon from the 1900s even though there was no need for them to do it. They could have used the same animation and style that video games have nowadays but they wanted their game to be unique. Not because of how it played, but because of how it looked. Finding people who will hand draw these characters and do 50,000 frames is just impressive, and the people who did this got paid for it as well. One day when I start creating my own things I want to have that dedication and drive to accomplish whatever I decide to make in the future because I want people to be able to appreciate the work I make.

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*Smash-Hit Video Game Cuphead Was a Labour of Love for Regina-Born ...*

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